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to the player if the variation display stops at a specific combination of the special symbols. In recent years, many electric display devices have been used such as liquid crystal display devices capable of showing various production (dramatic) displays.

Replace the paragraph beginning at page 1, line 18, with:

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Concerning such game machines, the greatest concern of the player is whether the variation display stops at a special game state, the so-called "big hit," a combination of special symbols, favorable for the player. The combination of the special symbols is, for example, a set of three identical special symbols like "7-7-7." Therefore, the player has to carefully trace visually the special symbols shown as variation display.

Replace the paragraph beginning at page 1, line 24, with:

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However, since the variation display of the special symbols is made at a high speed, actually the player is visually tracing invisible designs. Also, until the result of stopping of special symbols appears, the process is monotonous and not fun at all, and the player is bored. As the player visually traces the special symbols moving at high speeds, the player may suffer eyestrain.

IN THE CLAIMS

Replace the indicated claims with:

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B1
1. (Amended) A game machine comprising:
means for displaying a special symbol indicating a shift to a special game state if a variation display stops at a specific arrangement and for displaying a game-related production display; and
means for determining results of stopping of the variation display and controlling the means for displaying according to the results, the means for determining controlling the means for displaying to produce a production display of a scenario of a game-related